

Tutorial #3 : Line integrals & work

(1) Consider solid sphere with radius R & uniform charge density ρ .

How much work is required to bring a point charge q from ∞ to its center?

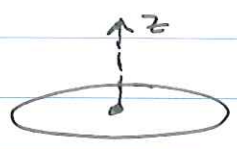
step 1: find \vec{E} :
$$\vec{E}(r) = \begin{cases} \frac{\rho r}{3\epsilon_0} \hat{r} & r < R \\ \frac{\rho R^3}{3\epsilon_0 r^2} \hat{r} & r > R \end{cases}$$

step 2: find \vec{F} :
$$\vec{F} = q \vec{E}$$

step 3:
$$d\vec{s} = dr \hat{r}$$

step 4:
$$\begin{aligned} W &= - \int_{\infty}^0 d\vec{s} \cdot \vec{F} = - \int_{\infty}^0 dr q E(r) \\ &= - \int_{\infty}^R dr \frac{\rho R^3}{3\epsilon_0 r^2} - \int_R^0 dr \frac{\rho r}{3\epsilon_0} \\ &= - \frac{\rho R^3}{3\epsilon_0} \left(-\frac{1}{r}\right) \Big|_{\infty}^R - \frac{\rho}{3\epsilon_0} \frac{r^2}{2} \Big|_R^0 \\ &= \frac{\rho R^3}{3\epsilon_0} \left(R^2 + \frac{R^2}{2} \right) = \frac{\rho R^3}{2\epsilon_0} R^2 \end{aligned}$$

(2) charged disk with radius R and surface charge σ .



Work to move point charge from ∞ to ~~center~~ center of disk?

$$\vec{E} = \frac{\sigma}{2\epsilon_0} \left(1 - \frac{z}{\sqrt{z^2 + R^2}}\right) \hat{z} \quad \text{for } z > 0 \quad d\vec{s} = dz \hat{z}$$

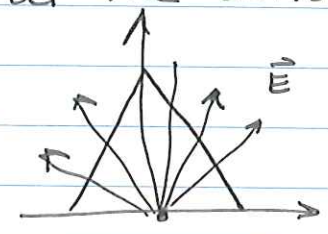
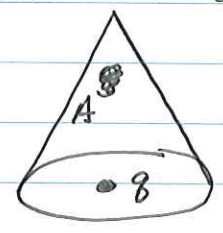
$$W = - \int_{\infty}^0 dz \frac{q\sigma}{2\epsilon_0} \left(1 - \frac{z}{\sqrt{z^2 + R^2}}\right)$$

$$= - \frac{q\sigma}{2\epsilon_0} \left(z - \sqrt{z^2 + R^2} \right) \Big|_{\infty}^0$$

$$= \frac{q\sigma R}{2\epsilon_0}$$

(3) Consider a point charge at the origin.

Consider a conical surface A over the point charge, which is open at the bottom.



What is the flux through A ?

Φ_E is same as hemisphere

$$\Phi_E = \frac{q}{4\pi r^2 \epsilon_0} 2\pi r^2 = \frac{q}{2\epsilon_0}$$